

Amendments to the Claims:

Following is a complete listing of the claims pending in the application, as amended:

1-59. (Canceled.)

60. (Currently Amended) A method comprising:

monitoring a computer user's context;

receiving an indication of game information that is to be presented to the user;

and

receiving an indication from the user to generate a virtual device that can be triggered by a context of another player;

generating the indicated virtual device; and

presenting the indicated game information in such a manner as to reflect the monitored computer user's context.

61. (Original) The method of claim 60 wherein the computer user has an associated wearable computing device, and wherein the presenting of the indicated game information is performed using at least one output device of the wearable computing device.

62. (Original) The method of claim 60 wherein the presenting of the indicated game information in such a manner as to reflect the monitored computer user's context includes modifying the information that is presented based on the monitored computer user's context.

63. (Original) The method of claim 60 wherein the presented information includes monitored computer user's context information.

64. (Original) The method of claim 60 wherein the presenting of the indicated game information in such a manner as to reflect the monitored computer user's context

includes modifying a manner in which the indicated game information is presented based on the monitored computer user's context.

65. (Original) The method of claim 60 including modifying functionality provided to the user based on the monitored computer user's context.

66. (Original) The method of claim 60 wherein the presenting of the indicated game information in such a manner as to reflect the monitored computer user's context includes presenting the indicated game information in a manner that is integrated with real world information that is perceived by the user.

67. (Original) The method of claim 60 including sharing monitored computer user's context information with other players of the game.

68. (Original) The method of claim 60 including sharing monitored computer user's context information with observers of the game.

69. (Original) The method of claim 60 including gathering monitored context information about other players of the game.

70. (Canceled.)

71. (Currently Amended) The method of claim ~~70~~60 including presenting information to the user based on the triggering of the virtual device by another player.

72-75. (Canceled.)

76. (New) The method of claim 71 wherein the presenting of the information to the user based on the triggering of the virtual device by the another player includes revealing the another player to the user.

77. (New) The method of claim 71 wherein the information presented to the user based on the triggering of the virtual device by the another player includes location information about the another player.

78. (New) The method of claim 71 wherein the information presented to the user based on the triggering of the virtual device by the another player includes context information about the another player.

79. (New) The method of claim 60 including, after triggering of the virtual device by a player, presenting information to other users regarding the triggering.

80. (New) The method of claim 60 including, after triggering of the virtual device by a player, visually augmenting information presented to the player.

81. (New) The method of claim 60 wherein the presenting of the indicated game information includes presenting to the user an indication of the generated virtual device.

82. (New) The method of claim 60 wherein the presenting of the indicated game information includes presenting information to the another user in such a manner that the generated virtual device is not indicated.

83. (New) The method of claim 60 wherein the virtual device is a virtual sensor that detects game players.

84. (New) The method of claim 60 wherein the virtual device is a virtual landmine that reveals game players when triggered.

85. (New) A computer-readable medium whose contents cause a computing device to present game information, by performing a method comprising:
monitoring a context of a user of the computing device;

receiving an indication from the user to generate a virtual device that can be triggered by a context of another player;

receiving an indication of game information that is to be presented to the user, the indicated game information including an indication of the virtual device; and

presenting the indicated game information to the user in such a manner as to reflect the monitored context of the user.

86. (New) The computer-readable medium of claim 85 wherein the computer user has an associated wearable computing device, and wherein the presenting of the indicated game information is performed using at least one output device of the wearable computing device.

87. (New) The computer-readable medium of claim 85 wherein the presenting of the indicated game information in such a manner as to reflect the monitored computer user's context includes modifying the information that is presented based on the monitored computer user's context.

88. (New) The computer-readable medium of claim 85 wherein the presented information includes monitored computer user's context information.

89. (New) The computer-readable medium of claim 85 wherein the presenting of the indicated game information in such a manner as to reflect the monitored computer user's context includes modifying a manner in which the indicated game information is presented based on the monitored computer user's context.

90. (New) The computer-readable medium of claim 85 wherein the method further includes modifying functionality provided to the user based on the monitored computer user's context.

91. (New) The computer-readable medium of claim 85 wherein the presenting of the indicated game information in such a manner as to reflect the monitored

computer user's context includes presenting the indicated game information in a manner that is integrated with real world information that is perceived by the user.

92. (New) The computer-readable medium of claim 85 wherein the method further includes sharing monitored computer user's context information with other players of the game.

93. (New) The computer-readable medium of claim 85 wherein the method further includes sharing monitored computer user's context information with observers of the game.

94. (New) The computer-readable medium of claim 85 wherein the method further includes gathering monitored context information about other players of the game.

95. (New) The computer-readable medium of claim 85 wherein the method further includes presenting information to the user based on the triggering of the virtual device by another player.

96. (New) The computer-readable medium of claim 95 wherein the presenting of the information to the user based on the triggering of the virtual device by the another player includes revealing the another player to the user.

97. (New) The computer-readable medium of claim 95 wherein the information presented to the user based on the triggering of the virtual device by the another player includes location information about the another player.

98. (New) The computer-readable medium of claim 95 wherein the information-presented to the user based on the triggering of the virtual device by the another player includes context information about the another player.

99. (New) The computer-readable medium of claim 85 wherein the method further includes, after triggering of the virtual device by a player, presenting information to other users regarding the triggering.

100. (New) The computer-readable medium of claim 85 wherein the method further includes, after triggering of the virtual device by a player, visually augmenting information presented to the player.

101. (New) The computer-readable medium of claim 85 wherein the presenting of the indicated game information includes presenting to the user an indication of the generated virtual device.

102. (New) The computer-readable medium of claim 85 wherein the presenting of the indicated game information includes presenting information to the another user in such a manner that the generated virtual device is not indicated.

103. (New) The computer-readable medium of claim 85 wherein the virtual device is a virtual sensor that detects game players.

104. (New) The computer-readable medium of claim 85 wherein the virtual device is a virtual landmine that reveals game players when triggered.

105. (New) The computer-readable medium of claim 85 wherein the computer-readable medium is a memory of a computing device.

106. (New) The computer-readable medium of claim 85 wherein the computer-readable medium is a data transmission medium transmitting a generated data signal containing the contents.

107. (New) The computer-readable medium of claim 85 wherein the contents are instructions that when executed cause the computing device to perform the method.

108. (New) The computer-readable medium of claim 85 wherein the contents include one or more data structures for use in generating virtual devices, the data structure comprising one or more entries that each contain information regarding a virtual device so that the virtual device can be generated.

109. (New) The computer-readable medium of claim 85 wherein the contents include one or more data structures for use in triggering virtual devices, the data structure comprising one or more entries that each contain information regarding a context of a user so that the virtual device can be triggered by the context of the user.

110. (New) A computing system configured to provide game information, comprising:

- a first module configured to monitor a context of a user;

- a second module configured to receive an indication from the user to generate a virtual device that can be triggered by a context of another player and to generate the indicated virtual device; and

- a third module configured to receive an indication of game information that is to be provided to the user and to provide the indicated game information in such a manner as to reflect the monitored context of the user.

111. (New) The computing system of claim 110 wherein the computing system is a wearable computing device, and wherein the providing of the indicated game information is performed using at least one output device of the wearable computing device.

112. (New) The computing system of claim 110 wherein the providing of the indicated game information in such a manner as to reflect the monitored computer user's context includes modifying the information that is provided based on the monitored computer user's context.

113. (New) The computing system of claim 110 wherein the provided information includes monitored computer user's context information.

114. (New) The computing system of claim 110 wherein the providing of the indicated game information in such a manner as to reflect the monitored computer user's context includes modifying a manner in which the indicated game information is provided based on the monitored computer user's context.

115. (New) The computing system of claim 110 wherein the computing system is further configured to modify functionality provided to the user based on the monitored computer user's context.

116. (New) The computing system of claim 110 wherein the providing of the indicated game information in such a manner as to reflect the monitored computer user's context includes providing the indicated game information in a manner that is integrated with real world information that is perceived by the user.

117. (New) The computing system of claim 110 wherein the computing system is further configured to share monitored computer user's context information with other players of the game.

118. (New) The computing system of claim 110 wherein the computing system is further configured to share monitored computer user's context information with observers of the game.

119. (New) The computing system of claim 110 wherein the computing system is further configured to gather monitored context information about other players of the game.

120. (New) The computing system of claim 110 wherein the computing system is further configured to provide information to the user based on the triggering of the virtual device by another player.

121. (New) The computing system of claim 120 wherein the providing of the information to the user based on the triggering of the virtual device by the another player includes revealing the another player to the user.

122. (New) The computing system of claim 120 wherein the information provided to the user based on the triggering of the virtual device by the another player includes location information about the another player.

123. (New) The computing system of claim 120 wherein the information provided to the user based on the triggering of the virtual device by the another player includes context information about the another player.

124. (New) The computing system of claim 110 wherein the computing system is further configured to, after triggering of the virtual device by a player, provide information to other users regarding the triggering.

125. (New) The computing system of claim 110 wherein the computing system is further configured to, after triggering of the virtual device by a player, visually augment information provided to the player.

126. (New) The computing system of claim 110 wherein the providing of the indicated game information includes providing to the user an indication of the generated virtual device.

127. (New) The computing system of claim 110 wherein the providing of the indicated game information includes providing information to the another user in such a manner that the generated virtual device is not indicated.

128. (New) The computing system of claim 110 wherein the virtual device is a virtual sensor that detects game players.

129. (New) The computing system of claim 110 wherein the virtual device is a virtual landmine that reveals game players when triggered.

130. (New) The computing system of claim 110 wherein the first, second and third modules are software modules executing in memory of the computing system.

131. (New) The computing system of claim 110 wherein the first module consists of a means for monitoring a context of a user, wherein the second module consists of a means for receiving an indication from the user to generate a virtual device that can be triggered by a context of another player and to generate the indicated virtual device, and wherein the third module consists of a means for receiving an indication of game information that is to be provided to the user and to provide the indicated game information in such a manner as to reflect the monitored context of the user.